



Winning Solutions...Worldwide

TRÉ CARD STUD[™]

Procedures Manual

P.N. 990-400-12

March 7, 2000

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1. Game Basics

TRÉ CARD STUD™ is a casino table game played with one 52-card deck in which one to seven Players play against the house Dealer. Both Players and Dealers are dealt three-card hands. See Figure 1.1 for table layout. The ranking of hands is performed in a poker-like manner. As with similar card table games, the mechanics of TRÉ CARD STUD allow for quick play and wager resolution. This manual discusses the standard procedures of TRÉ CARD STUD.

In TRÉ CARD STUD, Players Ante one unit to receive a three-card hand, face-down. The cards are dealt three in rotation from the Dealer's left to right. The Dealer is also dealt a three-card hand, also face-down. The Players may then either **Fold**, thereby ending the hand and losing the Ante, or **Call** (play), thereby wagering an additional amount equal to the Ante. The Dealer must have a **Q-8 (Queen and 8)** combination or better to qualify.

A **\$1 (one-dollar)** or **\$5 (five-dollar)** progressive jackpot wager is optional and allows Players to win all or a portion of a progressive prize. The progressive jackpot bet must be made at the same time the Ante is placed.

In TRÉ CARD STUD, a winning Progressive Jackpot hand is affected by the Dealer's hand **only** if the Dealer's and a Player's hands match with Three-of-a-Kind. Otherwise, it does not matter whether the Dealer has a winning hand or if he or she even qualifies; the qualifying Player still wins all or a portion of the Progressive Jackpot.



Figure 1.1 *TRÉ CARD Stud table felt*

1.1 Table Setup: Software and Hardware

Casinos have a choice about whether to set up the game of TRÉ CARD STUD to be played from a table controlled by a central computer or by an individual table. That is, tables can run either from the GAME MANAGER system (running on a PC) or from the AQUARIUS CONTROLLER (installed in every table).

The computer approach lets users easily change game configuration information from a PC. The table controller approach limits users' configuration permissions to those only qualified MIKOHN Service Personnel can perform. **Whichever method is used, all tables will have a Controller and Dealer Console installed.**

The software system approach lets a casino monitor jackpots and game play from both the Dealer Console keypad and a PC/monitor. This setup includes on-screen information and paper reports of table and jackpot history. All Jackpot Seed amounts are adjustable through the software interface. The **initial Seed** amount for TRÉ CARD STUD for a software-driven table system is \$10,000.

The GAME MANAGER system offers the ability to link up to 120 TRÉ CARD STUD tables together and to the same Progressive Jackpot. A proprietary COM card provides four ports on each PC. Up to 30 individual tables can then be connected to each of the four ports, totaling 120 tables. (Every table, Master or Slave, has a unique address set with DIP switches on its AQUARIUS CONTROLLER board.)

The standalone table Controller approach does not include a PC, and records jackpots only through the Dealer Console keypad. Jackpot information is displayed on the table meter sign and there are no reports available. All default Jackpot Seed amounts are hard-coded (permanently written) in the EPROM chip on the Controller board. The starting jackpot amount can be temporarily adjusted during a Factory Reset to accommodate a casino's needs, but only by qualified MIKOHN Service Personnel. The **default Seed** amount for TRÉ CARD STUD on a Controller-based (standalone) table is \$5,000.

The AQUARIUS CONTROLLER offers the ability to link up to 30 TRÉ CARD STUD tables together and to the same Progressive Jackpot. The Master table has a unique DIP switch setting and all other attached (daisy chained) tables will be Slaves, also with unique DIP switch settings. (The DIP switch settings are defined in the **AQUARIUS GAME CONTROLLER 5.4 Technical Manual, MIKOHN P.N. 990-254-00.**)

1.2 Table Security

1. All TRÉ CARD STUD tables have a built-in controller in the chip tray that has a Hard Key lock. There are two keys associated with the keypad and Dealer Console, which affect certain game functions:
 - a. The High Jackpot key (U009) is used to pay a high jackpot and is usually maintained in the casino cage and can be checked out only by the Casino Shift Manager, Director of Casino Operations, the Chief Financial Officer (CFO), or the Chief Executive Officer (CEO). This key can also be used to access the service functions as well as the low jackpot level.
 - b. The Low Jackpot key (U008) is used to pay a low jackpot and is normally kept in the pit area. This key is maintained by the pit manager and is passed from the outgoing pit manager to the incoming pit manager.
2. All TRÉ CARD STUD tables should have a fixed surveillance camera and a video recorder with a time and date generator.

1.3 Table Odds Payout Structure

Table 1.1 details the base game payout schedule variations available to the casinos, which determine how much to pay a Player with a winning hand. Table 1.2 shows a sampling of hands and their resolution. The resolution columns are in units.

Table 1.1 *TRÉ CARD STUD Base Game Paytable Variations*

TRÉ CARD STUD BASE GAME VARIATIONS						
Hand	BTCA1	BTCA2	BTCA3	BTCA4	BTCA5	BTCA6
Royal Flush	100 to 1	100 to 1	25 to 1	50 to 1	50 to 1	50 to 1
Straight Flush	10 to 1	10 to 1	6 to 1	8 to 1	9 to 1	12 to 1
TRÉ (Three-of-a-Kind)	5 to 1	5 to 1	4 to 1	4 to 1	5 to 1	5 to 1
Straight	3 to 1	2 to 1	3 to 1	3 to 1	3 to 1	3 to 1
Flush	1 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
Pair or Less	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

Table 1.2 *TRÉ CARD STUD Sample Hand Resolutions*

Player's Hand	Dealer's Hand	Player Action	Ante Resolution	Call Bet Resolution
7♥ 7♠ 7♣	2♥ 2♠ A♠	Call	Pays 1	Pays 6 5 on the TRÉ
5♥ 5♠ 5♣	4♥ 7♠ Q♠	Call	Pays 1	Push No Dealer Qualify
A♥ 2♣ 3♦	2♥ A♠ K♠	Call	Pays 1	Pays 3 3 on the Straight
5♦ 5♥ 2♣	7♥ Q♠ K♠	Call	Pays 1	Pays 1 1 on the Pair
K♥ 3♠ 4♣	7♦ 10♠ A♠	Call	Loses	Loses Hand doesn't beat Dealer
6♥ 5♥ 2♣	3♠ 7♠ Q♦	Call	Pays 1	Push No Dealer Qualify
6♥ 5♥ 2♣	3♠ 7♠ A♦	Call	Loses	Loses Hand doesn't beat Dealer
6♥ 5♥ 2♣	3♠ 7♠ A♦	Fold	Loses Forfeits Ante	N/A

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2. Procedures

2.1 Casino Specific Procedures

The following procedures are all casino specific in the manner in which they are completed: opening the table, inspecting the deck of cards, removing used and damaged cards, performing the shuffle, changing the deck of cards, managing a dead game, and understanding the minimum and maximum wagering limits on the different table games.

2.2 Table Components

TRÉ CARD STUD™ is a progressive table game consisting of the following components:

1. Seven Player Positions, each containing the following:
 - A location for the 1-unit Ante
 - A location for the 1-unit bet
 - A Coin Accept for the **\$1 (one-dollar)** Progressive Jackpot bet
2. One Dealer Position containing the following:
 - Dealer Console
 - Chip tray with eleven chip tubes and a chip return
 - Area for Dealer's hand
3. Progressive Jackpot Meter that increments when Players make a Progressive bet and decrements when most Progressive Jackpots are paid.

2.3 Playing the Game

The following sections will detail both Dealer and Player procedures:

- Optimal Strategy
- Wagering
- Making the One-Dollar Progressive Bet
- Dealing the Hand
- Determining the Winning Hand
- Taking and Paying Bets
- Resolving Dealer Errors

2.3.1 Optimal Strategy

Because all cards come from the same deck, the Player's and the Dealer's hands are **not** independent. The Player's Optimal Strategy is in principle a function only of the three cards in the Player's hand (because none of the Dealer's cards are exposed). For example, if a Player holds three Fives, the Player knows the Dealer cannot have a Pair of Fives.

To account for this "dependent effect," computer code was written that cycles through each of the possible Player hands. For a given three-card Player hand, the code determines the following Player's optimal strategy:

**Call with any hand of Q or better;
Fold otherwise.**

2.3.2 Wagering

The following are the rules for wagering at a game of TRÉ CARD STUD:

1. Each Player is allowed to play only one Player Position at a table.
2. Players are not allowed to view or communicate information about each other's cards.
3. Initially, each Player makes one Ante wager to receive a hand. Each Player then receives three random cards face-down, while the Dealer receives three cards, also face-down.
4. The Player, upon receiving the three-card hand, has a decision to make and must declare his or her intentions:
 - The Player may **Fold**, thereby forfeiting the Ante
 - OR**
 - The Player may make a **Call bet**, thereby betting an additional amount exactly equal to the Ante
5. After all Players have finished, the Dealer will flip over the Dealer's hand and compare it to all Players' hands.
6. Players who folded will lose the Ante. Players who played and lost will lose both the Ante and the Call bet. Players who played and won will be paid according to the TRÉ CARD STUD and Progressive Jackpot paytables (Table 1.1 and Table 3.1).

2.3.3 Making the One-Dollar Progressive Bet

Each Player has the option of wagering on the Progressive Jackpot. In front of each Ante/Bet area on the table is a Coin Accept where the Player of that Player Position may wager on the Progressive Jackpot for the upcoming hand. The following are rules for making a Progressive Jackpot wager:

1. **The Progressive wager is always treated as a side bet.** Its payout is dependent only on the strength of the Player's winning hand (except in the case of a Double TRÉ, as explained earlier, on page 1).
2. A Player must simultaneously bet on the Ante if depositing a coin into the Coin Accept to make a Progressive Jackpot wager.
3. Only one token may be wagered per slot per hand. The table's Coin Accept feature (**COIN IN** button) will not allow a Player to wager until the **GAME OVER** button is reset (at the beginning of the next hand).
4. An activated light (red LED) on the progressive Coin Accept will indicate all valid Progressive Jackpot wagers. A hand that would qualify for the Progressive Jackpot will be honored only if the progressive light is on. **A Player Position on a table with a defective light will be closed.**
5. A Player choosing to play Progressive Jackpot is responsible for noting that the Coin Accept light is on, as posted on the table sign.
6. All Progressive Jackpot wagers must be placed before the Dealer delivers the cards. Before any cards are delivered, the Dealer will activate the progressive meter lock out (**COIN IN** button) which will prevent the Player from wagering after the first card is delivered.
7. After a Progressive Jackpot winning hand has been determined, it will be left exposed on the layout. Depending on the amount of the jackpot, the Games Supervisor in charge of the pit, the Games Shift Manager, and the Surveillance Shift Supervisor will be notified. Any additional winning Progressive Jackpot hands will also be left exposed on the layout in the same fashion.
8. Before the game hand is dealt, the Dealer will say "No more bets" to inform the Players that the Progressive Jackpot is closed.

2.3.4 Dealing the Hand

The following are the rules for dealing a TRÉ CARD STUD hand:

1. Before each hand is dealt, the Dealer will say "No more bets" to inform the Players that the Progressive Jackpot is closed. The Dealer must press the **COIN IN** button on the Controller keypad.
2. The Dealer will start on Dealer's left and move to the right, dealing out three face-down cards per Player one card at time. For example, for a game of three Players, cards are dealt in the following order:
 - Card 1 = Player 1, Player 2, Player 3, Dealer
 - Card 2 = Player 1, Player 2, Player 3, Dealer
 - Card 3 = Player 1, Player 2, Player 3, Dealer
3. The Dealer will deal cards only to Player-occupied Player Positions.

4. An incorrect number of cards to any Player or to the Dealer constitutes a dead hand.
5. The Dealer will push the cards to the Players after the third card is dealt for each Player wagering that round and to the Dealer.
6. Players may then pick up their cards and decide if they want to **Fold** or **Call**.
7. When all Player hands are completed, the Dealer turns the Dealer hand face up. Players compare their existing hands to the Dealer's hand to establish wins, losses, or pushes.
8. After the Dealer has compared all hands, taken losing bets, and paid all winnings, all cards are returned to the Discard Holder.
9. The Dealer will then press the **GAME OVER** button to signify the start of a new game. (New bets on the progressive jackpot will not be accepted until the **GAME OVER** button is pressed.)

2.3.5 Determining the Winning Hand

The following are the rules for the Dealer to determine winning hands:

1. After all Players have finished wagering (by **Folding** or **Calling**), the Dealer will flip over the Dealer's hand to compare.
2. Players will win, lose, or push according to whether their hands are higher, lower, or equal to the Dealer's three-card hand.
3. Players who **Fold** end their hands, and will receive no benefit from the Dealer's hand.
4. Players who **Call** have their wagers resolved by comparison of their hands to the payable shown in Table 1.1.

2.3.6 Taking and Paying Bets

1. The Dealer does not total bet and Ante together.
2. After a Player **Folds**, the Dealer will take the original one-unit Ante, spread the cards, count them, and place them in the discard holder.
3. The Dealer verifies that each Player who decided to **Call** (play) has made a one-unit wager (equal to the original Ante).
4. The Dealer turns over the Dealer hand. The Dealer moves the three cards forward to allow the Players to clearly see them.
5. **All** the Players' cards must be placed on the table before the Dealer takes or pays the first hand.
6. The Dealer compares each Player's hand to the Dealer's hand. The Dealer compares, takes, and pays from Dealer's right to left.
7. For each Player, the Dealer must take or pay, spread the cards, count the cards, and then place them in the discard holder on each hand before going on to the next Player.

2.3.7 Resolving Dealer Errors

The following are basic resolutions for cases of Dealer errors:

1. If the Dealer makes an error, he or she will stop the game and call over the Games Supervisor to make necessary changes.
2. The Dealer will not make a correction to any given error in the game without a Games Supervisor's approval.

3. Progressive Jackpot Payout Procedures

Table 3.1, Table 3.2, Table 3.3, and Table 3.4 are Progressive Jackpot Payout schedules available for casinos. Rules to record and pay jackpots are on the following page.

Table 3.1 TRÉ Card Progressive Jackpot Pay Schedule PTCA1 (Progressive Wager \$1)

Tré Card Progressive Jackpot Pay Schedule PTCA1		
Hand Type	Payout (from the meter)	Jackpot Type (Dealer Console Hard Key Turn)
Double TRÉ	100% (from the meter)	High (JPH—turn to right)
Royal Flush	2% (from the meter)	High (JPH—turn to right)
Straight Flush	\$50 (from the meter)	Low (JPL—turn to left)
TRÉ (Three-of-a-Kind)	\$25 (from the meter)	Low (JPL—turn to left)
Straight	\$5 (<u>not</u> from meter)	No Key

Table 3.2 TRÉ Card Progressive Jackpot Pay Schedule PTCA5 (Progressive Wager \$5)

Tré Card Progressive Jackpot Pay Schedule PTCA5		
Hand Type	Payout (from the meter)	Jackpot Type (Dealer Console Hard Key Turn)
Double TRÉ	100% (from the meter)	High (JPH—turn to right)
Royal Flush	\$500 (from the meter)	High (JPH—turn to right)
Straight Flush	\$200 (from the meter)	Low (JPL—turn to left)
TRÉ (Three-of-a-Kind)	\$100 (from the meter)	Low (JPL—turn to left)
Straight	\$30 (<u>not</u> from meter)	No Key
Flush	\$15 (<u>not</u> from meter)	No Key
Pair	\$10 (<u>not</u> from meter)	No Key

Table 3.3 TRÉ Card Progressive Jackpot Pay Schedule PTCB5 (Progressive Wager \$5)

TRÉ Card Progressive Jackpot Pay Schedule PTCB5		
Hand Type	Payout (from the meter)	Jackpot Type (Dealer Console Hard Key Turn)
Double TRÉ Player Wins	100% (from the meter)	High (JPH—turn to right)
Double TRÉ Dealer Wins	50% (from the meter)	High (JPH—turn to right)
Royal Flush	\$500 (from the meter)	Low (JPL—turn to left)
Straight Flush	\$200 (from the meter)	Low (JPL—turn to left)
TRÉ (Three-of-a-Kind)	\$125 (from the meter)	Low (JPL—turn to left)
Straight	\$30 (<u>not</u> from meter)	No Key
Flush	\$15 (<u>not</u> from meter)	No Key
Pair	\$10 (<u>not</u> from meter)	No Key

Table 3.4 *TRÉ Card Progressive Jackpot Pay Schedule PTCC5 (Progressive Wager \$5)*

TRÉ Card Progressive Jackpot Pay Schedule PTCC5		
Hand Type	Payout (from the meter)	Jackpot Type (Dealer Console Hard Key Turn)
Super Straight Flush	100% (from the meter)	High (JPH—turn to right)
Royal Flush	\$500 (from the meter)	High (JPH—turn to right)
Straight Flush	\$200 (from the meter)	Low (JPL—turn to left)
TRÉ (Three-of-a-Kind)	\$150 (from the meter)	Low (JPL—turn to left)
Straight	\$30 (<u>not</u> from the meter)	No Key
Flush	\$20 (<u>not</u> from the meter)	No Key
Pair	\$10 (<u>not</u> from the meter)	No Key

3.1 Using the Dealer Console to Record and Pay Jackpots

The following steps summarize the Dealer procedures for paying a winning Progressive Jackpot hand. Progressive Jackpot payouts will be initiated from the Dealer Console. If a winning jackpot hand occurs, the Dealer will perform the steps outlined on the following pages (see the steps to determine whether a Games Supervisor is needed for the payout).

Progressive Jackpot hands are paid right to left of the Dealer, in order of Player position, after all Antes and Call bets have been taken or paid.

There are three “groups” of progressive jackpot payouts—High, Low, and No Key—as detailed below. The subsections on the following pages detail how to perform payouts for each type of jackpot.

3.1.1 High Jackpots

A Player with a Progressive Jackpot winning hand must notify the Dealer of the winning hand. The Dealer will perform the following steps:

1. Verify that the Dealer Console is in the **COIN IN** mode. Jackpots can be paid *only* while the game is in this mode.
2. Press the keypad button that corresponds to the winning hand. The button’s red LED will light when pressed. This indicates that the jackpot is Pending.
3. Call the Games Supervisor, who will:
 - a. Verify the hand.

NOTE:

If the hand is not verifiable (is not a winner), simply press the keypad button pressed in Step 3. This will cancel the jackpot payout process for that hand.

- b. Make sure the Coin Accept indicator light is on.
- c. Double-check all security measures before validating the jackpot. The Games Supervisor and Games Shift Manager will:

- Call Surveillance to check, verify, and save tape. Surveillance must verify that the shuffle was according to procedures, that qualifying progressive bets were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.
 - Check the winning meter amount against the last meter reading and the last Jackpot payout to determine if the winning meter amount is correct.
 - Pull and check card deck (save deck for further inspection).
 - Replace card deck.
 - The Dealer will count down remaining cards, sort them into proper order, and check them. The Dealer will count down the *complete* deck after any Progressive Jackpot payout, or at the request of a Games Supervisor.
4. **If the hand is verified** after the above procedures, the Games Supervisor will continue.
 5. If the Player wishes to be paid by check, the Player must request this prior to the cash payoff being completed. It is permissible for the Games Supervisor to find out from the Player how the transaction is to be carried out before completing the payout slip.
 6. Insert the Hard Key and turn it from the **Run 'R'** position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the Console is in the **Process Jackpot** mode.
 7. Press the flashing **J-POT** button to pay a Pending jackpot. The Controller deducts the corresponding payout amount from the Progressive Jackpot meter. A Jackpot Message scrolls across the Table Meter sign display, indicating a Winner, Type of win, Amount of Jackpot, and at what Table. A Jackpot Paid message will display on the GAME MANAGER Activity Log.
 8. The Dealer will pay the amount of the jackpot to the winning Player.
 9. After all **DOUBLE TRÉ** and **Royal Flush** Jackpots payouts have been made, the Games Supervisor will turn the Hard Key back to the **RUN 'R'** position and remove the key. (Repeat the above process for any additional percentage jackpots.)
 10. The Dealer will press the **GAME OVER** button.
 11. The Games Supervisor will clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the jackpot is processed from the system, a jackpot receipt will print out. Add this receipt to paperwork completed at the table.)

3.1.2 Low Jackpots

A Player with a Progressive Jackpot winning hand must notify the Dealer of the winning hand. The Dealer will perform the following steps:

1. Verify that the Dealer Console is in the **COIN IN** mode. Jackpots can be paid *only* while the game is in this mode.
2. Press the keypad button that corresponds to the winning hand. The button's red LED will light when pressed. This indicates that the jackpot is Pending.
3. Call the Games Supervisor, who will:
 - a. Verify the hand.

NOTE:

If the hand is not verifiable (is not a winner), simply press the keypad button pressed in Step 2. This will cancel the jackpot payout process for that hand.

- b. Make sure the Coin Accept indicator light is on.
 - c. Double-check all security measures before validating the jackpot. The Games Supervisor and Games Shift Manager will:
 - Call Surveillance to check, verify, and save tape. Surveillance must verify that the shuffle was according to procedures, that qualifying progressive bets were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.
 - Check the winning meter amount against the last meter reading and the last Jackpot payout to determine if the winning meter amount is correct.
 - Pull and check card deck (save deck for further inspection).
 - Replace card deck.
 - The Dealer will count down remaining cards, sort them into proper order, and check them. The Dealer will count down the *complete* deck after any Progressive Jackpot payout, or at the request of a Games Supervisor.
4. **If the hand is verified** after the above procedures, the Games Supervisor will continue.
5. If the Player wishes to be paid by check, the Player must request this prior to the cash payoff being completed. It is permissible for the Games Supervisor to find out from the Player how the transaction is to be carried out before completing the payout slip.
6. Insert the Hard Key and turn it from the **Run 'R'** position to the **JPL** (Jackpot Low) position. The **J-POT** button LED will flash to signify that the Console is in the **Process Jackpot** mode.
7. Press the flashing **J-POT** button to pay a Pending jackpot. The Controller deducts the corresponding payout amount from the Progressive Jackpot meter. A Jackpot Message scrolls across the Table Meter sign display, indicating a Winner, Type of win, Amount of Jackpot, and at what Table. A Jackpot Paid message will display on the GAME MANAGER Activity Log.

8. The Dealer will pay the amount of the jackpot to the winning Player.
9. After all **Straight Flush** and **Tré (Three-of-a-Kind)** Jackpots payouts have been made, the Games Supervisor will turn the Hard Key back to the **RUN 'R'** position and remove the key.
10. The Dealer will press the **GAME OVER** button.
11. The Games Supervisor will clear the jackpot from the GAME MANAGER software interface. (When the jackpot is processed from the system, a jackpot receipt will print out. Add this receipt to paperwork completed at the table.)

3.1.3 No Key Jackpots

A Games Supervisor is not needed for this fixed pay—it does not require a Hard Key. The winners are paid from the chip tray.

3.2 Multiple Progressive Jackpots at One Table and One Deal

NOTE:

The recommended procedure is to pay all winning Progressive Jackpot hands one at a time according to Player Position (from right to left). See Section 4.2 for troubleshooting information.

For multiple progressive jackpot wins on one table, the Dealer will perform the following steps:

1. Determine the first winner of a Progressive Jackpot to the right of the Dealer.
2. Verify that the Dealer Console is in the **COIN IN** mode. Jackpots can be paid *only* while the game is in this mode.
3. Press the keypad button that corresponds to the winning hand. The button's red LED will light when pressed. This indicates that the jackpot is Pending.
4. Call the Games Supervisor, who will:
 - a. Verify the hand.

NOTE:

If the hand is not verifiable (is not a winner), simply press the keypad button pressed in Step 3. This will cancel the jackpot payout process for that hand.

- b. Make sure the Coin Accept indicator light is on.
 - c. **For a Percentage/High Jackpot only:** Double-check all security measures before validating the jackpot. The Games Supervisor and Games Shift Manager will:
 - Call Surveillance to check, verify, and save tape. Surveillance must verify that the shuffle was according to procedures, that qualifying progressive bets were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.
 - Check the winning meter amount against the last meter reading and the last Jackpot payout to determine the correct meter reading.
 - Pull and check card deck (save deck for further inspection).
 - Replace card deck.
 - The Dealer will count down remaining cards, sort them into proper order, and check them. The Dealer will count down the *complete* deck after any Progressive Jackpot payout, or at the request of a Games Supervisor.
5. **If the hand is verified** after the above procedures, the Games Supervisor will continue.
6. **For a Percentage/High Jackpot Only:** If the Player wishes to be paid by check, the Player must request this prior to the cash payoff being completed. It is permissible for the Games Supervisor to find out from the Player how the transaction is to be carried out before completing the payout slip.

7. Insert the Hard Key and turn it from the **Run 'R'** position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the Console is in the **Process Jackpot** mode.
8. Press the flashing **J-POT** button to pay a Pending jackpot. The Controller deducts the corresponding payout amount from the Progressive Jackpot meter. A Jackpot Message scrolls across the Table Meter sign display, indicating a Winner, Type of win, Amount of Jackpot, and at what Table. A Jackpot Paid message will display on the GAME MANAGER Activity Log.
9. The Dealer will pay the jackpot amount to the winning Player.
10. After the first jackpot payout has been made, the Dealer and Games Supervisor will repeat the above process for any additional jackpots.
11. After all Jackpots payouts have been made, the Games Supervisor will turn the Hard Key back to the **RUN 'R'** position and remove the key.
12. The Dealer will press the **GAME OVER** button after all payouts are processed.
13. The Games Supervisor will clear the jackpots from the GAME MANAGER software interface. (Any percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the jackpot is processed from the system, a jackpot receipt will print out. Add this receipt to paperwork completed at the table.)

3.3 Simultaneous High Progressive Jackpot Hands on Multiple Tables

NOTE:

The recommended procedure is to pay simultaneous winning Percentage (High) Progressive Jackpot hands at multiple tables according to which Player won first—as shown on Surveillance tapes. See Section 4.2 for troubleshooting information.

Situations can occur in which multiple **100%, 50% and 2%** jackpots hit at different tables virtually simultaneously. Although it is statistically rare to have such an occurrence, it could happen. When there is more than one table linked to the same progressive, Surveillance must determine which Player got the winning hand first, because being paid second (and so on) means you are being paid a smaller amount after the meter is reduced by the first winner.

Therefore, in a situation where one Player wants to be paid ahead of another or insists he or she won the hand first, Surveillance must be called to settle the dispute with Surveillance tape evidence. The House will award the first percentage jackpot to the Player who won the hand first, even if by a few seconds difference.

In a circumstance when multiple Percentage (High) Progressive Jackpot hands are won simultaneously on different tables, the following payout procedures are recommended:

1. Call the Games Supervisor as soon as a dispute arises. The Games Supervisor will:
 - a. Verify that the Dealer Console on all tables is in the COIN IN mode. Jackpots can be paid only while the game is in this mode.
 - b. Verify the hands.
 - c. Make sure the correct Coin Accept indicator lights are on.
 - d. Double-check all security measures before validating the jackpot. The Games Supervisor and Games Shift Manager will:
 - Call Surveillance to check, verify, and save tape. Surveillance will compare the tapes from all winning tables to determine which hand was won first. Surveillance must verify that the shuffle was according to procedures, that qualifying progressive bets were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.
 - Check the winning meter amount against the last meter reading and the last Jackpot payout to determine if the winning meter amount is correct.
 - Pull and check card deck (save deck for further inspection).
 - Replace card deck.
 - The Dealer will count down remaining cards, sort them into proper order, and check them. The Dealer will count down the complete deck after any Progressive Jackpot payout, or at the request of a Games Supervisor.

2. **If both hands are verified**, the Games Supervisor will go to the first winning table and with the Dealer process that jackpot completely. To do so, the Dealer and Games Supervisor will continue.
3. Press the keypad button that corresponds to the winning hand. The button's red LED will light when pressed. This indicates that the jackpot is Pending.
4. If the Player wishes to be paid by check, the Player must request this prior to the cash payoff being completed. It is permissible for the Games Supervisor to find out from the Player how the transaction is to be carried out before completing the payout slip.
5. Insert the Hard Key and turn it from the **Run 'R'** position to the **JPH** (Jackpot High) position. The **J-POT** button LED will flash to signify that the Console is in the **Process Jackpot** mode.
6. Press the flashing **J-POT** button to pay a Pending jackpot. The Controller deducts the corresponding payout amount from the Progressive Jackpot meter. A Jackpot Message scrolls across the Table Meter sign display, indicating a Winner, Type of win, Amount of Jackpot, and at what Table. A Jackpot Paid message will display on the GAME MANAGER Activity Log.
7. The Dealer will pay the first jackpot winner the full sum of the winning hand's payout. **The new jackpot amount, minus the first winner's payout, will be the money used to pay the second High jackpot winner.**
8. The Games Supervisor will turn the Hard Key back to the **RUN 'R'** position and remove the key.
9. The Dealer will press the **GAME OVER** button after the **first table** payout is processed.
10. The Games Supervisor will clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots will cause the **Process Jackpot** button on the Main Menu to blink. When the jackpot is processed from the system, a jackpot receipt will print out. Add this receipt to paperwork completed at the table.)
11. After the first jackpot payout has been made, the Dealer and Games Supervisor will repeat the above process, paying the second jackpot winner at another table from the remaining Jackpot meter amount.

3.4 End of Shift Form

The End of Shift form (page 23) is an optional tool for Casinos to use. The main purpose of this form is to create a method of Checks and Balances against the Game Manager computer and the Hard Meter. The following are general procedures for completing this form:

1. Fill in Date, Time, Shift, Table #, Games Supervisor, and Pit/Shift Personnel.
2. Under the Progressive Jackpot Meter, Hard Meter Reading section:
 - a. The Beginning Hard Meter Reading number will be entered by previous shift.
 - b. Enter the End Hard Meter Reading at the end of your shift.
 - c. Subtract the Ending figure from the Beginning figure; this equals Amount of Coin played during the shift. Enter this amount in Total.
 - d. The End Hard Meter Reading will become the next shift's beginning amount.
3. Run the Coin-In Report from GAME MANAGER, and then compare the amount entered in the Total section (manual coin-in) with the amount on the report. This is how to reconcile Coin-In.
4. Under the Current Progressive Jackpot section:
 - a. The Beginning Amount of the Progressive Jackpot will be entered by previous shift.
 - b. Enter the End Amount of the Progressive Jackpot that is displayed on the LED keypad, at the end your shift.
 - c. Multiply the Total amount entered in the Hard Meter Reading section against the Progressive Meters incrementation rate (casino specific.)
 - d. Compare the number from step c with the difference between the Beginning Amount and the End Amount under Progressive Jackpot. That figure will represent the correct amount of coin that has been added to the Progressive Jackpot.
 - e. Verify the number from step d against the available GAME MANAGER reports; for example, Activity Log and Progressive Jackpot Report.
5. If the variance is less than 100 coins, there is no issue. If the variance is more than 100 coins, call MIKOHN Gaming, and we will help assist in resolving problems.

4. Troubleshooting

4.1 Progressive Malfunctions

NOTE:

The GAME MANAGER program utilizes three levels of passwords to protect the integrity of the system. For additional information, refer to the **GAME MANAGER 5.4 User Manual, Mikohn P.N. 990-251-00** and the **GAME MANAGER 5.4 Technical Manual, Mikohn P.N. 990-255-00**.

Please refer to the **AQUARIUS GAME CONTROLLER 5.4 Technical Manual, P.N. 990-254-00**, for more information about the Dealer Console, the Controller, and troubleshooting.

In case of a malfunction of the AQUARIUS GAME CONTROLLER or the computer, the Coin Accepts can be covered up, allowing the standard TRÉ CARD STUD table game to continue without the Progressive feature until repairs are made.

4.2 Progressive High Jackpot Input Errors

If multiple High Percentage Progressive Jackpots are pending on GAME MANAGER and one or more High Jackpot Group was incorrectly inputted on the keypad, follow the procedures below:

1. Stop game play on all tables linked to the GAME MANAGER PC.
2. Take note of current Progressive Jackpot Reading, from the keypad and the GAME MANAGER PC.
3. Cancel all Progressive Jackpots that are pending on the GAME MANAGER PC.
 - a. Click on the **Process Jackpot** button located on the *Main Menu* screen on the GAME MANAGER PC, this will take you to the *Process Jackpot* screen.
 - b. Select each pending jackpot individually, and then click on the **Delete** button.
 - c. A *Confirm Jackpot Deletion* pop-up screen will appear, click on the **green** ✓ for acceptance or the **red X** to return to the *Process Jackpot* screen. If the **green** ✓ is selected the *Process Jackpot* screen will appear.
4. Re-enter the correct Progressive Jackpots in the *Process Jackpot* screen, in correct winning sequence.
5. Pay out the correct jackpot amount to each Player, one at a time.

NOTE:

For example, if there was a DOUBLE TRÉ on the table and it was entered and pending (the **Pending Jackpot** button would be flashing) as a Straight Flush, the Games Supervisor would follow the procedures above.

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GLOSSARY

The following terms, when used in this manual, have the following meanings:

1. **Ante:** The initial wager for a Player at the start of each new game.
2. **Bet:** To wager; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.
3. **Call:** To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.
4. **Coin Accept:** A device used for collecting the Progressive Jackpot Bet and registering the Player for a chance to win a Progressive Jackpot. There is one Coin Accept for each Player Position on the table.
5. **Console:** (Dealer Console) Another name for the AQUARIUS CONTROLLER keypad installed at the Dealer's position on the table. Used to enter progressive jackpot wins.
6. **Dealer:** The person responsible for distributing cards and making payouts at a table.
7. **Dealer Qualify:** A Dealer's hand rank of a **Q-8 (Queen and 8)** or better combination.
8. **EPROM:** Erasable Programmable Read Only Memory chip, found on the AQUARIUS CONTROLLER BOARD. Determines game configuration and seed amounts, especially for a standalone table configuration. For a software-driven table game configuration, EPROM information is used but can be overridden by the GAME MANAGER software.
9. **Face Cards:** These represent Jacks, Queens, or Kings in the Standard 52-card deck.
10. **Fold:** To forfeit the Wager. To quit the game for a given hand, particularly for a losing hand.
11. **Hand:** The display and value of the three random cards the Dealer deals to the Player and him- or herself.
12. **LED:** (Light Emitting Diode) indicator light that illuminates at the progressive wager coin accept at each Player Position where a wager was placed and "dropped."
13. **Player:** The person who compares his or her hand against the Dealer's to determine the winner. The Player wagers and plays against the Dealer, not other Players.
14. **Progressive Bet:** The \$1 (one-dollar) or \$5 (five-dollar) wager a Player places in the Coin Accept to participate in the Progressive Jackpot portion of the game.
15. **Progressive Jackpot Value:** An amount of continually increasing money separate from the table game Ante and bet that may be won by a Player who makes an optional \$1 (one-dollar) or \$5 (five-dollar) bet. The Progressive Jackpot amount is displayed on a meter at the TRÉ CARD STUD table.
16. **Push:** When the Player's hand is equal to the Dealer's qualifying hand. In this situation, nothing is won or lost and the Player retains all money wagered (other than the Progressive Jackpot bet).
17. **Stand:** When the Player is satisfied with his or her hand and does not take any additional cards.
18. **Unit:** An amount of money wagered. The casino table sets the minimum Ante and Call bet values.
19. **Wager:** To bet; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.

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MIKOHN PROGRESSIVE TABLE GAMES END OF SHIFT FORM

DATE:	SHIFT:
TIME:	TABLE #:
GAMES SUPERVISOR:	
PIT/SHIFT PERSONNEL:	
PROGRESSIVE JACKPOT METER	
HARD METER READING	
BEGINNING:	
END:	
TOTAL:	
CURRENT PROGRESSIVE JACKPOT	
BEGINNING AMOUNT:	
END AMOUNT:	

Fill in Date, Time, Shift, Table #, Games Supervisor, and Pit/Shift Personnel.

Under the Progressive Jackpot Meter, Hard Meter Reading section:

- a. The Beginning Hard Meter Reading number will be entered by previous shift.
- b. Enter the End Hard Meter Reading at the end of your shift.
- c. Subtract the Ending figure from the Beginning figure; this equals Amount of Coin played during the shift. Enter this amount in Total.
- d. The End Hard Meter Reading will become the next shift's beginning amount.

Run the Coin-In Report from GAME MANAGER, and then compare the amount entered in the Total section (manual coin-in) with the amount on the report. This is how to reconcile Coin-In.

Under the Current Progressive Jackpot section:

- a. The Beginning Amount of the Progressive Jackpot will be entered by previous shift.
- b. Enter the End Amount of the Progressive Jackpot that is displayed on the LED keypad, at the end your shift.
- c. Multiply the Total amount entered in the Hard Meter Reading section against the Progressive Meters incrementation rate (casino specific.)
- d. Compare the number from step c with the difference between the Beginning Amount and the End Amount under Progressive Jackpot. That figure will represent the correct amount of coin that has been added to the Progressive Jackpot.
- e. Verify the number from step d against the available GAME MANAGER reports; for example, Activity Log and Progressive Jackpot Report.

If the variance is less than 100 coins, there is no issue. If the variance is more than 100 coins, call MIKOHN Gaming, and we will help assist in resolving problems.

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